



XBOX 360



CE EUROPE LTD.
The Metro Building, 3rd Floor, 1 Butterwick, LONDON, W6 8DL, UK

©CAPCOM CO., LTD. 2012 ALL RIGHTS RESERVED. Portion of this software utilize Speed Tree®RT Technology (©2012 Interactive Data Visualization, Inc.) Speed Tree® Technology is a registered trademark of Interactive Data Visualization, Inc. All right reserved. Unreal® Engine, Copyright 1998 – 2012, Epic Games, Inc. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. Uses Scaleform GFx © 2010 Scaleform Corporation. All rights reserved. This product includes code licensed from NVIDIA.

Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc.
This software uses fonts by Fontworks Japan, Inc. Fontworks and the font names are trademarks of Fontworks Japan, Inc.

M87038-01ENG

5055060962930

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

The image shows the title screen for the game "Aya's Wrath". The title is displayed in large, stylized red letters at the top. Below the title, the word "Contents" is written in a large, flowing red font. To the right of the text, there is a detailed illustration of a character's arm and hand, which appears to be made of gold and silver metal with intricate designs. The background of the title screen has a textured, metallic or stone-like appearance.

Xbox LIVE	01
Story	02
Characters	03
Game Start	06
Game Screen	07
Controls	08
Menu	10
Captions	12
Warranty & Technical Support	13

Xbox LIVE
Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Story

The mighty nation of Shinkoku Trastrium, sole super power and center of civilization, dominates the world.

It is a hybrid civilization melding modern industrial technology with spiritualism and religion. The upper class, known as demigods, rule over humankind in a strict hierarchical society.

But even the great demigods of this world have a vexing problem—the Gohma.

These monstrous creatures borne of defiled land instinctively attack demigods, humankind, and civilization itself.

Virtually powerless, humankind is at the mercy of daily attacks by the Gohma. Their only hope lies with the demigods.

Asura and his comrades, known as the Eight Guardian Generals, ultimately led the Shinkoku Army to victory over Gohma Vlitra, the source of all Gohma, after many bloody, hard-fought battles.

Thus, Shinkoku Trastrium enjoyed a brief moment of peace.

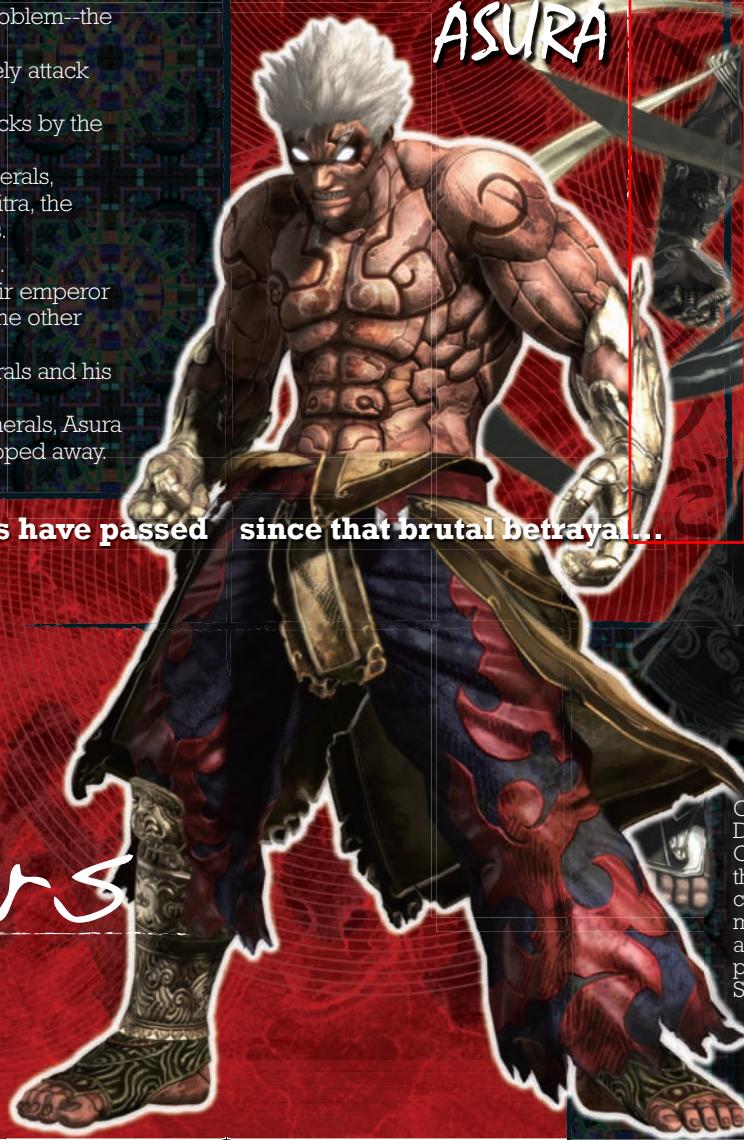
But this tranquility was shattered by the assassination of their emperor and the framing of Asura for the crime. Asura's comrades, the other seven Guardian Generals, were behind it all!

His darling daughter was abducted by the Guardian Generals and his wife Durga slain.

Defeated and cast down from Heaven by the Guardian Generals, Asura vowed vengeance upon his former comrades as his life slipped away.

Our story's hero. Was once one of the Eight Guardian Generals that led the Shinkoku Army, but was betrayed by his seven Comrades, who abducted his daughter, slew his wife, and left him to die. But even in death, he was filled with an indelible rage that led him back to the world of the living.

ASURA



Twelve thousand years have passed since that brutal betrayal...

YASHA

One of the self-proclaimed Seven Deities. Formerly one of the Eight Guardian Generals that lead the Shinkoku Army. Calm and collected, and a master of the military arts. Possesses speed and abilities that make him a prominent figure among the Seven. Eternal rival of Asura.

Characters

2

3

Mithra

Asura's daughter. Chosen as the sole Priestess of Shinkoku, she is the only demigod able to control and amplify Mantra to the full extent of its power. Because of this, she has been taken against her will by the Seven Deities.



Wyzen

Deus

Augus

Protectors of Gaea

Sergei

Olga

Karlow

Characters

The Seven Deities



Comprised of the seven former Guardian Generals of Shinkoku Trastrium, with Deus as their leader. Each one is a self-proclaimed deity leading a great host. They wage a seemingly endless crusade to rid the land of the Gohma, enemy of humankind.



THE GOHMA

Monstrous creatures spawned from a land defiled. Resembling creatures found in the natural world in outward appearance, they instinctively attack demigods, humankind, and civilization itself.



Game Start



The Title screen appears when you start the game.

Pressing the START button while in the Title screen takes you to the main menu.

● The following menu items are available on the main menu.

NEW GAME.....Start a new game.

EPISODE MENU.....Select and play an episode.

OPTIONS.....Check and change game settings.

EXTRAS.....View a variety of special illustrations and movies etc. As you play through the game, more content will be available for you to view.

- ACHIEVEMENTS View the achievements that you have won.
- CG ART View CG artwork from ASURA'S WRATH.
- ILLUSTRATIONS View illustrated artwork from ASURA'S WRATH.
- INTERLUDES & MOVIES View the interludes from ASURA'S WRATH and special promotional videos.
- GAUGES Change the gauges used during the game.
- BUMPERS Set and customize bumpers.

● Saving your Game.

Your game progress is automatically saved when you complete an episode. To resume a saved game, select the episode you want from the EPISODE MENU (see p. 10). Saving data requires at least 108KB of free space on your system's hard disk drive.

Game Screen

Inflicting and receiving damage raises the Unlimited Gauge. Once it is at max, Unlimited Mode can be activated, increasing Asura's strength for a set time. Asura will also not overheat while in this mode.



Unlimited Gauge

Unlimited Mode

Whenever you suffer damage, this gauge lowers, and if it goes all the way down, it's game over.

Life Gauge

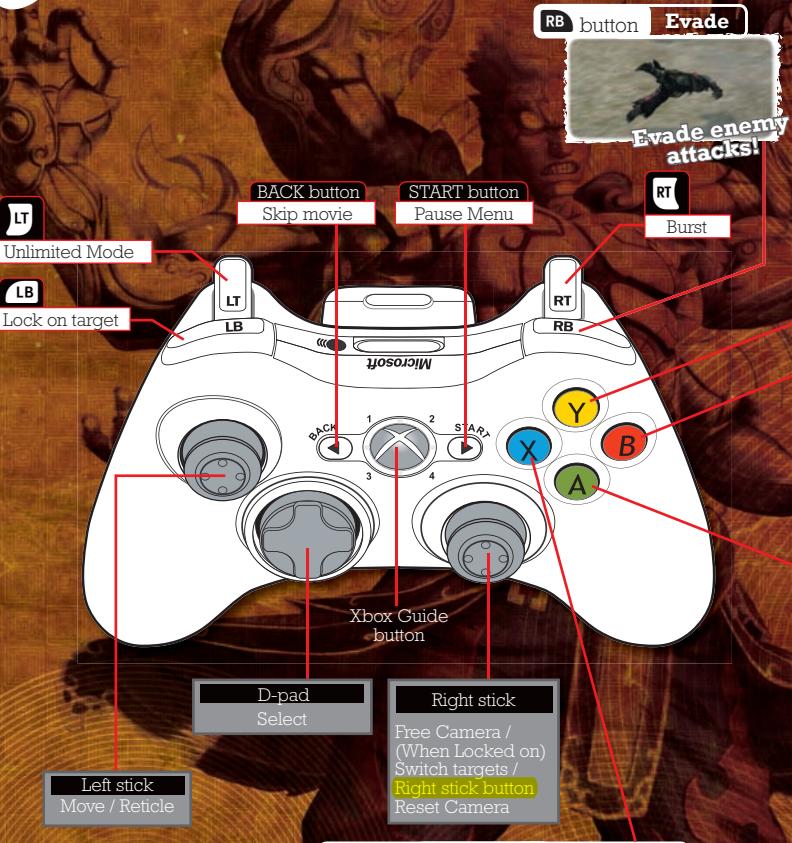


Special action commands may appear on screen depending on the situation.

Burst Gauge

Inflicting damage on enemies fills the Burst Gauge. The Burst icon appears onscreen when the gauge is at max. Pressing the **B** button activates Burst unleashing a devastating attack.

Controls



8

The above controls are Type A. You can change the control method by selecting OPTIONS on the main menu. ➡ P.12

9

Menu

EPISODE MENU

Selecting EPISODE MENU on the Title menu displays the Episode Menu. You can switch between the completed episodes that are displayed there by pressing the **LB** button and **RB** button. Select the episode you want.



● PLAY

Play the currently selected episode.

● RECORD

View your results for the selected episode.

PAUSE MENU

Pressing the START button displays the Pause Menu. The commands available on the Pause Menu are shown below.



● RESUME GAME

Close the Pause Menu and resume the current game.

● VIEW CONTROLS

Change camera control and vibration settings, and check the current control type.

● RETURN TO MAIN MENU

Quit game and return to the main menu.

RESULTS

Gameplay results appear after you complete an episode.



Tips

Unleash the Special Attack!

Close in to a knocked down enemy and use the Special Attack! It will deal great damage as well as giving a boost in the Burst Gauge!

But watch out! Beware of the Overheat!

Make use of the Target Lock!

When the enemy is out of sight, use the Target Lock to relocate them! It is also effective to lock on to range enemies that attack from afar!

But watch out! It won't work when there are no enemies nearby!

Make a comeback using the Unlimited Mode!

When the Unlimited Gauge is full press **L1** to activate! Go through enemy attacks to land relentless combos!

But watch out! It doesn't last forever!

Options

OPTIONS SCREEN

The items available in the Options screen are as follows.



● DIFFICULTY

Change the difficulty of the game.

● SOUND

- Audio - Change audio settings to English or Japanese.
- Overall Sound - Change sound settings.

● SUBTITLES / INFORMATION PROMPTS

- Subtitles - Turn subtitles on or off.
- Information Prompts - Turn information prompts on or off.

● CONTROL SETTINGS

Select the control method you want.

● CAMERA

- Y-Axis Controls - Select Normal or Inverted.
- X-Axis Controls - Select Normal or Inverted.
- Camera Sensitivity - Adjust camera and aiming reticle sensitivity.

● BRIGHTNESS / VIBRATION

- Screen Brightness - Adjust screen brightness.
- Vibration - Turn the vibration function on or off.

Note: To enable the vibration function, press the Xbox Guide button and turn it on in the menu that appears.

● RESTORE DEFAULT SETTINGS

Return all settings to their default values.

WARRANTY & TECHNICAL SUPPORT

WARRANTY: CE EUROPE LTD. ("CAPCOM") warrants to you, the original purchaser of this Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 days period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: 1) does not apply if the Game is used in a business or for commercial purpose; and 2) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction.

RETURNS WITHIN A 90 DAY PERIOD: Warranty claims should be made to your retailer from where you bought the Game. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 90 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

LIMITATIONS: TO THE FULL EXTENT ALLOWED BY LAW, NEITHER CE EUROPE LTD, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME.

TECHNICAL SUPPORT: If you encounter any technical difficulties with this Capcom game, our Technical Support Department is in operation from 10.00am to 5.00pm, Monday to Friday.

If you are located in the UK, please call: 0800 587 66 38

If the toll free number is not available in your region, please email us at feedback@capcom.com for the full list of our international numbers.

CE EUROPE LTD.

The Metro Building, 3rd Floor, 1 Butterwick, LONDON, W6 8DL, UK
feedback@capcom.com